

AWAKENED GYMPIE- GYMPIE

Large plant, True Neutral

Armor Class AC 14 (Natural Armor)

Hit Points 125 (10d10+70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	24 (+7)	3 (-4)	20 (+5)	3 (-4)

Saving Throws Constitution (+9)

Skills Nature (-2), Survival (+7)

Damage Vulnerabilities Slashing

Damage Resistances Bludgeoning, Poison

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Paralyzed, Petrified, Unconscious

Senses Blindsight 30ft, Tremorsense 120ft., Passive Perception 15

Challenge 4 (1,100)

Arboreal Appearance While the Awakened Gypie-Gympie is motionless, it looks like a normal tree, a DC15 Survival, Medical, or Nature check distinguishes the shrub as a painfully toxic plant to absolutely avoid contact with or else suffer decades of agony.

Stinging Tree. the Gypie-Gympie is covered in stinging hairs that can pierce through 1-inch thick hard pressed glass, even 100 years after death. Whenever another creature touches the Gypie-Gympie or when the Gypie-Gympie is attacked with a melee weapon, the creature must succeed on a DC 15 Dexterity saving throw or take 3 (1d4) piercing damage and 3 (1d4) poison damage. In addition, the creature must also succeed on a DC 17 Constitution saving throw or have it's speed reduced to 10 and gains disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws against this ability as well as the *Stinging Leaf* action. A creature can repeat the Constitution saving throw at the end of each of its turns, ending the effect on itself on a success. A creature automatically succeeds the Constitution saving throw if it is immune to the poisoned condition or is a construct.

Actions

Stinging Leaf. *Melee Weapon Attack:* +5 to hit, reach 5ft., *Hit:* 16 (2d12+3) piercing damage and 9 (2d8) poison damage, and the target must succeed on a DC 17 Constitution saving throw or have it's speed reduced to 10 and gains disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws against this action and the *Stinging Tree* ability. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this effect if it is immune to the poisoned condition or is a construct.



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